CS162
Operating Systems and Systems Programming
Lecture 10

Scheduling (con't)

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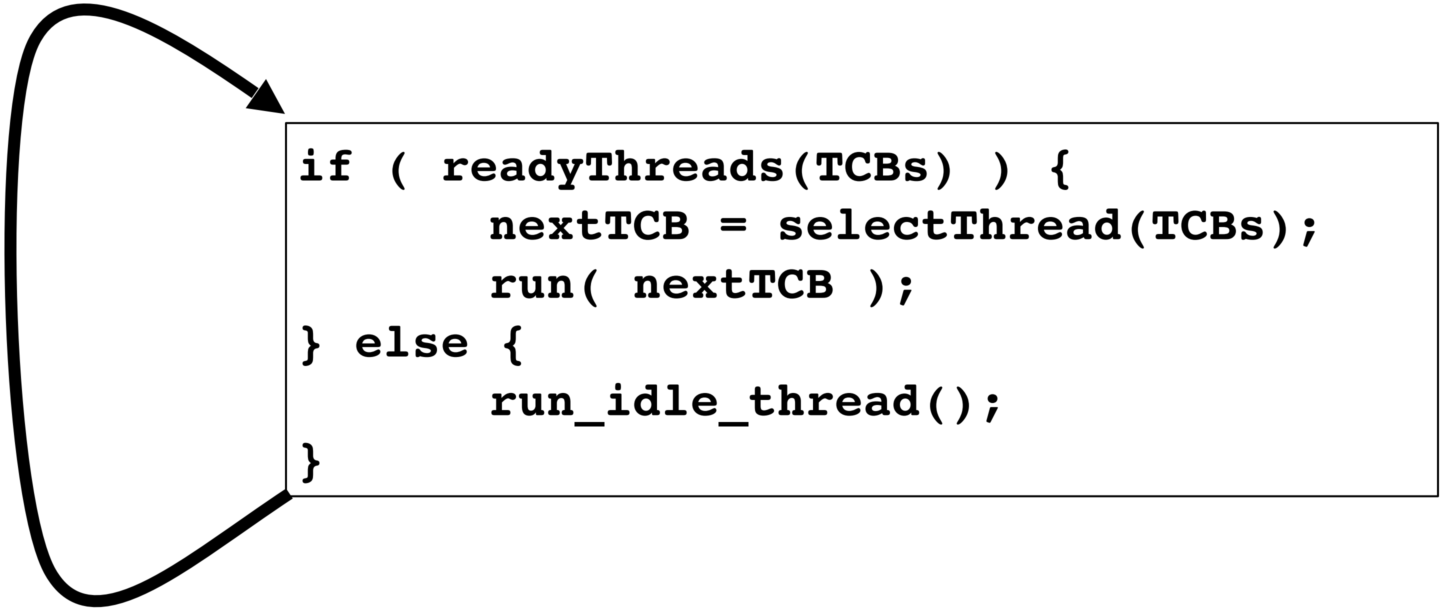
Prof. John Kubiatowicz
http://cs162.eecs.Berkeley.edu

Acknowledgments: Lecture slides are from the Operating Systems course taught by John Kubiatowicz at Berkeley, with few minor updates/changes. *When slides are obtained from other sources, a reference will be noted on the bottom of that slide, in which case a full list of references is provided on the last slide.*

Recall: Scheduling



```
if ( readyThreads(TCBs) ) {
        nextTCB = selectThread(TCBs);
        run( nextTCB );
} else {
        run_idle_thread();
}
```

- Discussion of Scheduling:
  - Which thread should run on the CPU next?
- Scheduling goals, policies
- Look at a number of different schedulers

Recall: Scheduling Policy Goals/Criteria

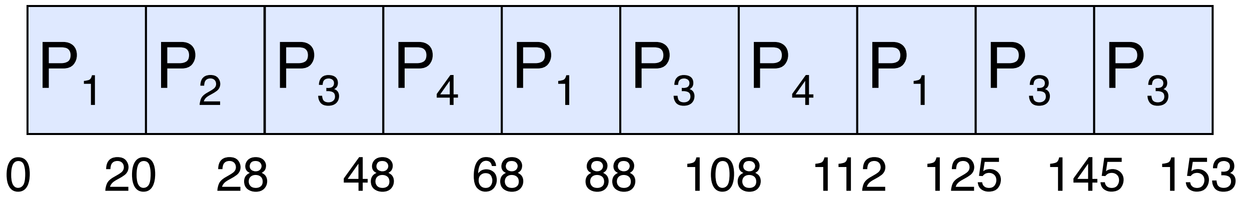
- Minimize Response Time
  - Minimize elapsed time to do an operation (or job)
  - Response time is what the user sees:
    - » Time to echo a keystroke in editor
    - » Time to compile a program
    - » Real-time Tasks: Must meet deadlines imposed by World
- Maximize Throughput
  - Maximize operations (or jobs) per second
  - Throughput related to response time, but not identical:
    - » Minimizing response time will lead to more context switching than if you only maximized throughput
  - Two parts to maximizing throughput
    - » Minimize overhead (for example, context-switching)
    - » Efficient use of resources (CPU, disk, memory, etc)
- Fairness
  - Share CPU among users in some equitable way
  - Fairness is not minimizing average response time:
    - » Better *average* response time by making system *less* fair

Recall: Example of RR with Time Quantum = 20

- Example:

Process	Burst Time
P_1	53
P_2	8
P_3	68
P_4	24

  – The Gantt chart is:



  – Waiting time for $P_1=(68-20)+(112-88)=72$
  $P_2=(20-0)=20$
  $P_3=(28-0)+(88-48)+(125-108)=85$
  $P_4=(48-0)+(108-68)=88$

  – Average waiting time = (72+20+85+88)/4=66¼

  – Average completion time = (125+28+153+112)/4 = 104½

- Thus, Round-Robin Pros and Cons:
  – Better for short jobs, Fair (+)
  – Context-switching time adds up for long jobs (-)

Comparisons between FCFS and Round Robin

- Assuming zero-cost context-switching time, is RR always better than FCFS?
- Simple example:

  10 jobs, each take 100s of CPU time
  RR scheduler quantum of 1s
  All jobs start at the same time

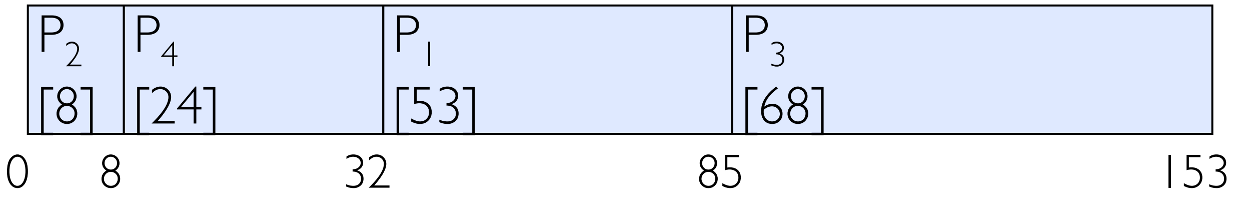
- Completion Times:

Job #	FIFO	RR
1	100	991
2	200	992
…	…	…
9	900	999
10	1000	1000

  – Both RR and FCFS fini
  – Average response time is much worse under RR!
    » Bad when all jobs same length
- Also: Cache state must be shared between all jobs with RR but can be devoted to each job with FIFO
  – Total time for RR longer even for zero-cost switch!

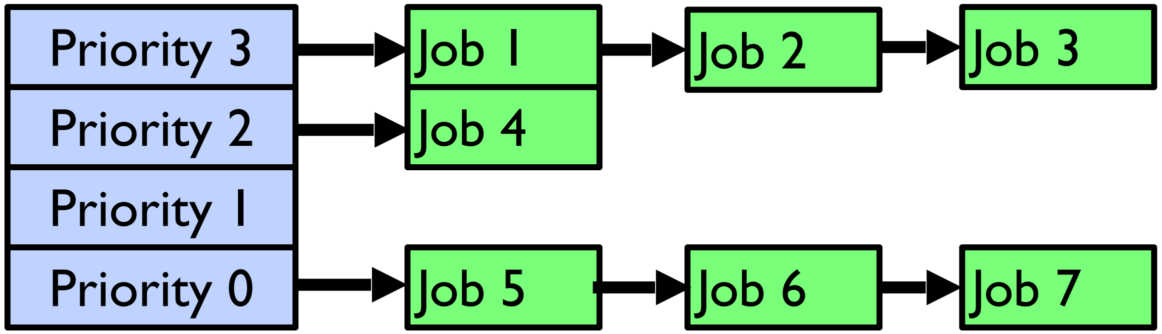
Earlier Example with Different Time Quantum

Best FCFS:



	Quantum	P_1	P_2	P_3	P_4	Average
Wait Time	Best FCFS	32	0	85	8	31¼
	Q = 1	84	22	85	57	62
	Q = 5	82	20	85	58	61¼
	Q = 8	80	8	85	56	57¼
	Q = 10	82	10	85	68	61¼
	Q = 20	72	20	85	88	66¼
	Worst FCFS	68	145	0	121	83½
Completion Time	Best FCFS	85	8	153	32	69½
	Q = 1	137	30	153	81	100½
	Q = 5	135	28	153	82	99½
	Q = 8	133	16	153	80	95½
	Q = 10	135	18	153	92	99½
	Q = 20	125	28	153	112	104½
	Worst FCFS	121	153	68	145	121¾

Handling Differences in Importance: Strict Priority Scheduling



- Execution Plan
  - Always execute highest-priority runable jobs to completion
  - Each queue can be processed in RR with some time-quantum
- Problems:
  - Starvation:
    - » Lower priority jobs don't get to run because higher priority jobs
  - Deadlock: Priority Inversion
    - » Not strictly a problem with priority scheduling, but happens when low priority task has lock needed by high-priority task
    - » Usually involves third, intermediate priority task that keeps running even though high-priority task should be running
- How to fix problems?
  - Dynamic priorities – adjust base-level priority up or down based on heuristics about interactivity, locking, burst behavior, etc…

Scheduling Fairness

- What about fairness?
  - Strict fixed-priority scheduling between queues is unfair (run highest, then next, etc):
    - » long running jobs may never get CPU
    - » Urban legend: In Multics, shut down machine, found 10-year-old job ⇒ Ok, probably not…
  - Must give long-running jobs a fraction of the CPU even when there are shorter jobs to run
  - Tradeoff: fairness gained by hurting avg response time!

Scheduling Fairness

- How to implement fairness?
  - Could give each queue some fraction of the CPU
    - » What if one long-running job and 100 short-running ones?
    - » Like express lanes in a supermarket—sometimes express lanes get so long, get better service by going into one of the other lines
  - Could increase priority of jobs that don't get service
    - » What is done in some variants of UNIX
    - » This is ad hoc—what rate should you increase priorities?
    - » And, as system gets overloaded, no job gets CPU time, so everyone increases in priority⇒Interactive jobs suffer

Lottery Scheduling

- Yet another alternative: Lottery Scheduling
  - Give each job some number of lottery tickets
  - On each time slice, randomly pick a winning ticket
    - » NOTE: Not a "real" random number generator; instead pseudo-random number generators can make sure that every ticket picked once before repeating!
  - On average, CPU time is proportional to number of tickets given to each job
- How to assign tickets?
  - To help with responsiveness, give short running jobs more tickets, long running jobs get fewer tickets
  - To avoid starvation, every job gets at least one ticket (everyone makes progress)
- Advantage over strict priority scheduling: behaves gracefully as load changes
  - Adding or deleting a job affects all jobs proportionally, independent of how many tickets each job possesses

Lottery Scheduling Example (Cont.)

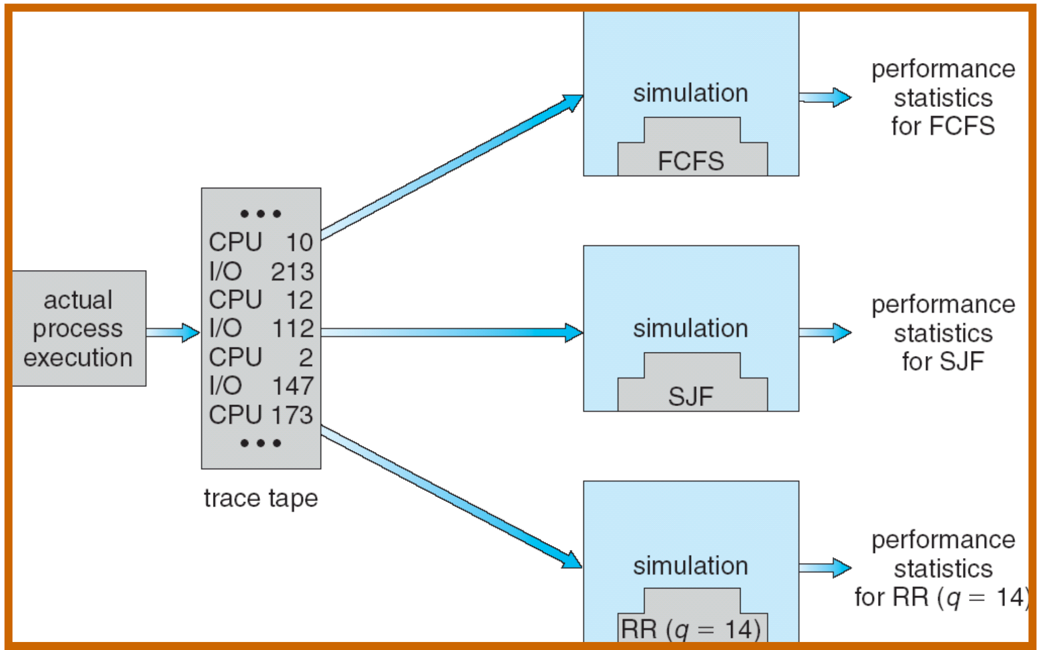
- Lottery Scheduling Example
  - Assume short jobs get 10 tickets, long jobs get 1 ticket

# short jobs/ # long jobs	% of CPU each short jobs gets	% of CPU each long jobs gets
1/1	91%	9%
0/2	N/A	50%
2/0	50%	N/A
10/1	9.9%	0.99%
1/10	50%	5%

  - What if too many short jobs to give reasonable response time?
    » If load average is 100, hard to make progress
    » One approach: log some user out

How to Evaluate a Scheduling algorithm?

- Deterministic modeling
  - takes a predetermined workload and compute the performance of each algorithm for that workload
- Queueing models
  - Mathematical approach for handling stochastic workloads
- Implementation/Simulation:
  - Build system which allows actual algorithms to be run against actual data – most flexible/general



How to Handle Simultaneous: Mix of Diff Types of Apps?

- Consider mix of interactive and high throughput apps:
  - How to best schedule them?
  - How to recognize one from the other?
    - » Do you trust app to say that it is "interactive"?
  - Should you schedule the set of apps identically on servers, workstations, pads, and cellphones?
- For instance, is Burst Time (observed) useful to decide which application gets CPU time?
  - Short Bursts ⇒ Interactivity ⇒ High Priority?
- Assumptions encoded into many schedulers:
  - Apps that sleep a lot and have short bursts must be interactive apps – they should get high priority
  - Apps that compute a lot should get low(er?) priority, since they won't notice intermittent bursts from interactive apps
- Hard to characterize apps:
  - What about apps that sleep for a long time, but then compute for a long time?
  - Or, what about apps that must run under all circumstances (say periodically)

What if we Knew the Future?

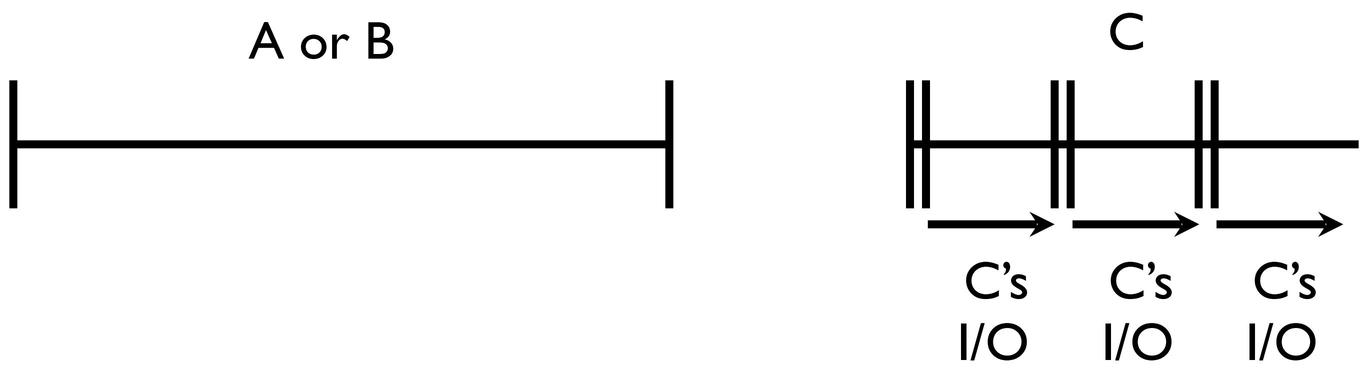
- Could we always mirror best FCFS?
- Shortest Job First (SJF):
  - Run whatever job has least amount of computation to do
  - Sometimes called "Shortest Time to Completion First" (STCF)
- Shortest Remaining Time First (SRTF):
  - Preemptive version of SJF: if job arrives and has a shorter time to completion than the remaining time on the current job, immediately preempt CPU
  - Sometimes called "Shortest Remaining Time to Completion First" (SRTCF)
- These can be applied to whole program or current CPU burst
  - Idea is to get short jobs out of the system
  - Big effect on short jobs, only small effect on long ones
  - Result is better average response time

Discussion

- SJF/SRTF are the best you can do at minimizing average response time
  - Provably optimal (SJF among non-preemptive, SRTF among preemptive)
  - Since SRTF is always at least as good as SJF, focus on SRTF

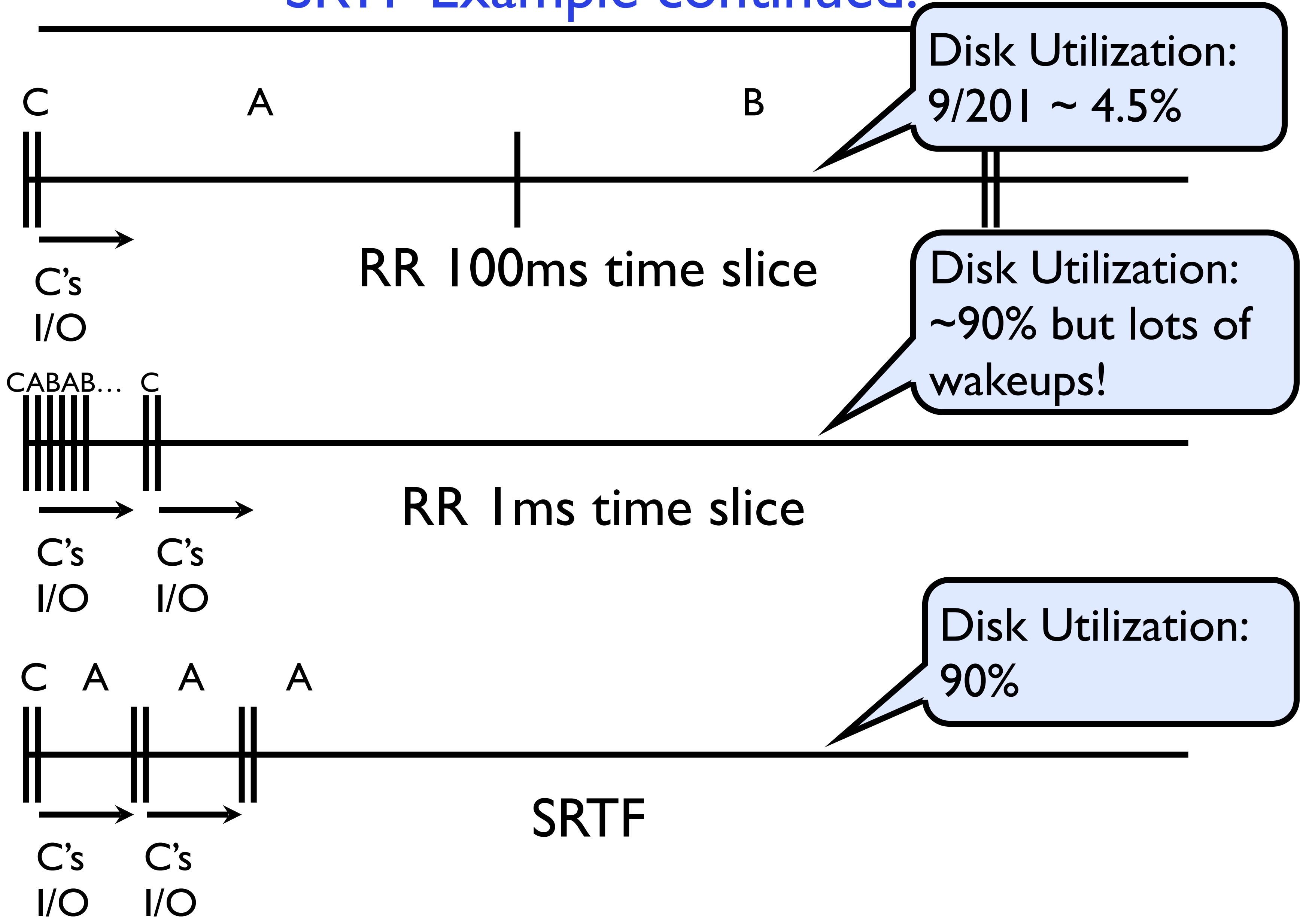
- Comparison of SRTF with FCFS
  - What if all jobs the same length?
    - » SRTF becomes the same as FCFS (i.e. FCFS is best can do if all jobs the same length)
  - What if jobs have varying length?
    - » SRTF: short jobs not stuck behind long ones

Example to illustrate benefits of SRTF



- Three jobs:
  – A, B: both CPU bound, run for week
    C: I/O bound, loop 1ms CPU, 9ms disk I/O
  – If only one at a time, C uses 90% of the disk, A or B could use 100% of the CPU
- With FCFS:
  – Once A or B get in, keep CPU for two weeks
- What about RR or SRTF?
  – Easier to see with a timeline

SRTF Example continued:

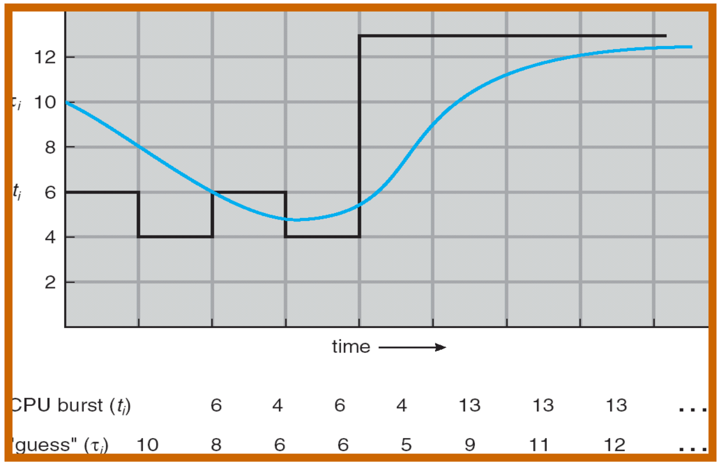


SRTF Further discussion

- Starvation
  - SRTF can lead to starvation if many small jobs!
  - Large jobs never get to run
- Somehow need to predict future
  - How can we do this?
  - Some systems ask the user
    - » When you submit a job, have to say how long it will take
    - » To stop cheating, system kills job if takes too long
  - But: hard to predict job's runtime even for non-malicious users
- Bottom line, can't really know how long job will take
  - However, can use SRTF as a yardstick for measuring other policies
  - Optimal, so can't do any better
- SRTF Pros & Cons
  - Optimal (average response time) (+)
  - Hard to predict future (-)
  - Unfair (-)

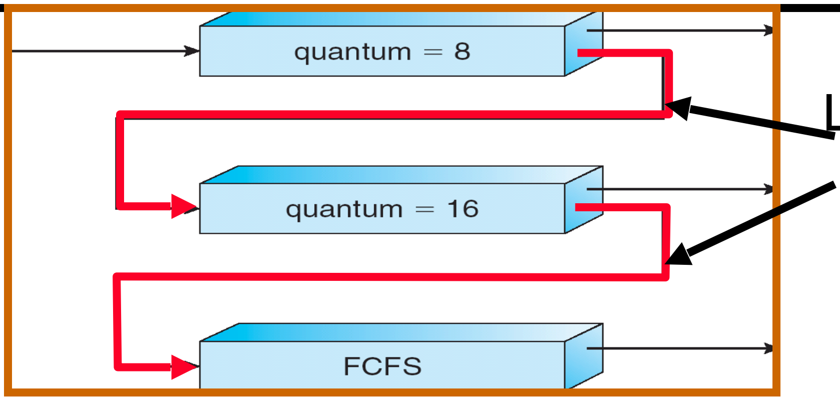
Predicting the Length of the Next CPU Burst

- Adaptive: Changing policy based on past behavior
  - CPU scheduling, in virtual memory, in file systems, etc
  - Works because programs have predictable behavior
    - » If program was I/O bound in past, likely in future
    - » If computer behavior were random, wouldn't help
- Example: SRTF with estimated burst length
  - Use an estimator function on previous bursts:
    Let tn-1, tn-2, tn-3, etc. be previous CPU burst lengths.
    Estimate next burst $\tau n = f(tn-1, tn-2, tn-3, \ldots)$
  - Function f could be one of many different time series estimation schemes (Kalman filters, etc)
  - For instance,
    exponential averaging
    $\tau n = \alpha tn-1+(1-\alpha)\tau n-1$
    with $(0<\alpha\leq 1)$



CPU burst (t_i)		6	4	6	4	13	13	13	...
"guess" (τ_i)	10	8	6	6	5	9	11	12	...

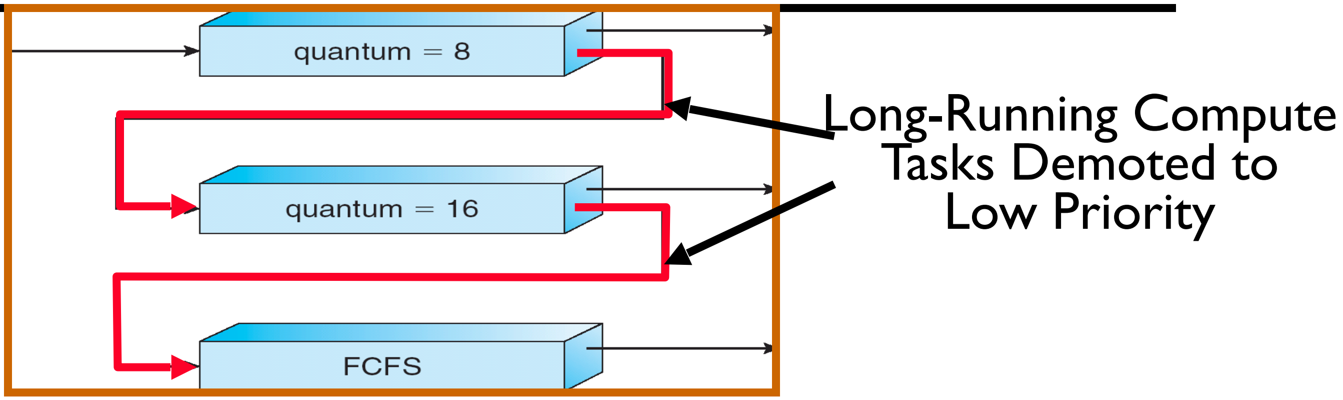
Multi-Level Feedback Scheduling



Long-Running Compute Tasks Demoted to Low Priority

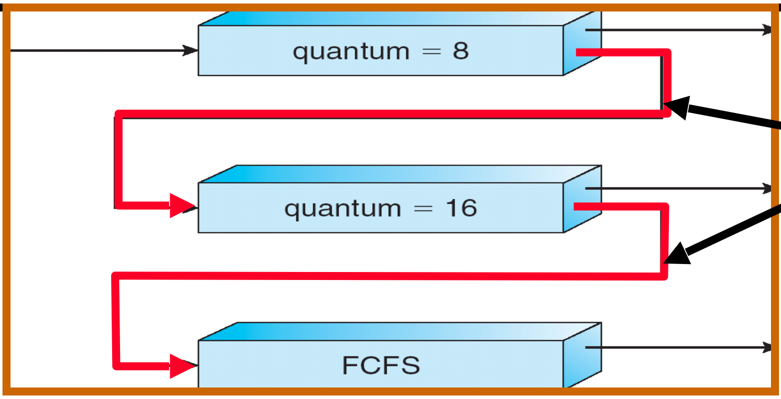
- Another method for exploiting past behavior (first use in CTSS)
  - Multiple queues, each with different priority
    - » Higher priority queues often considered "foreground" tasks
  - Each queue has its own scheduling algorithm
    - » e.g. foreground – RR, background – FCFS
    - » Sometimes multiple RR priorities with quantum increasing exponentially (highest:1ms, next: 2ms, next: 4ms, etc)
- Adjust each job's priority as follows (details vary)
  - Job starts in highest priority queue
  - If timeout expires, drop one level
  - If timeout doesn't expire, push up one level (or to top)

Scheduling Details



- Result approximates SRTF:
  - CPU bound jobs drop like a rock
  - Short-running I/O bound jobs stay near top
- Scheduling must be done between the queues
  - Fixed priority scheduling:
    - » serve all from highest priority, then next priority, etc.
  - Time slice:
    - » each queue gets a certain amount of CPU time
    - » e.g., 70% to highest, 20% next, 10% lowest

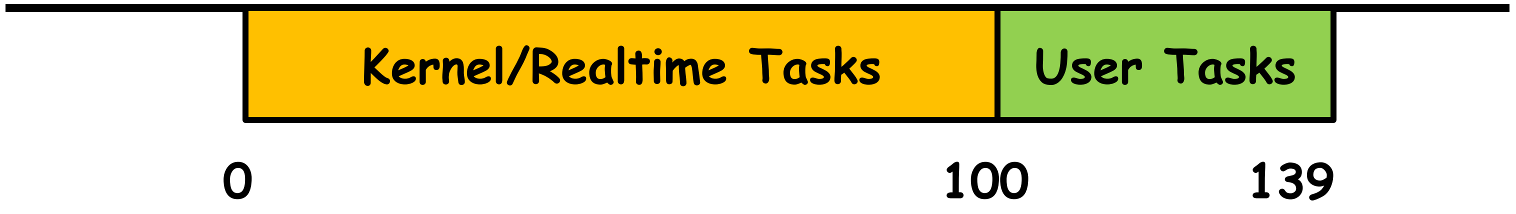
Scheduling Details



Long-Running Compute Tasks Demoted to Low Priority

- Countermeasure: user action that can foil intent of the OS designers
  - For multilevel feedback, put in a bunch of meaningless I/O to keep job's priority high
  - Of course, if everyone did this, wouldn't work!
- Example of Othello program:
  - Playing against competitor, so key was to do computing at higher priority the competitors.
    - » Put in printf's, ran much faster!

Case Study: Linux O(1) Scheduler



- Priority-based scheduler: 140 priorities
  - 40 for "user tasks" (set by "nice"), 100 for "Realtime/Kernel"
  - Lower priority value ⇒ higher priority (for nice values)
  - Highest priority value ⇒ Lower priority (for realtime values)
  - All algorithms O(1)
    - » Timeslices/priorities/interactivity credits all computed when job finishes time slice
    - » 140-bit bit mask indicates presence or absence of job at given priority level
- Two separate priority queues: "active" and "expired"
  - All tasks in the active queue use up their timeslices and get placed on the expired queue, after which queues swapped
- Timeslice depends on priority – linearly mapped onto timeslice range
  - Like a multi-level queue (one queue per priority) with different timeslice at each level
  - Execution split into "Timeslice Granularity" chunks – round robin through priority

O(1) Scheduler Continued

- Heuristics
  - User-task priority adjusted ±5 based on heuristics
    - » p->sleep_avg = sleep_time – run_time
    - » Higher sleep_avg ⇒ more I/O bound the task, more reward (and vice versa)
  - Interactive Credit
    - » Earned when a task sleeps for a "long" time
    - » Spend when a task runs for a "long" time
    - » IC is used to provide hysteresis to avoid changing interactivity for temporary changes in behavior
  - However, "interactive tasks" get special dispensation
    - » To try to maintain interactivity
    - » Placed back into active queue, unless some other task has been starved for too long…
- Real-Time Tasks
  - Always preempt non-RT tasks
  - No dynamic adjustment of priorities
  - Scheduling schemes:
    - » SCHED_FIFO: preempts other tasks, no timeslice limit
    - » SCHED_RR: preempts normal tasks, RR scheduling amongst tasks of same priority

Linux Completely Fair Scheduler (CFS)

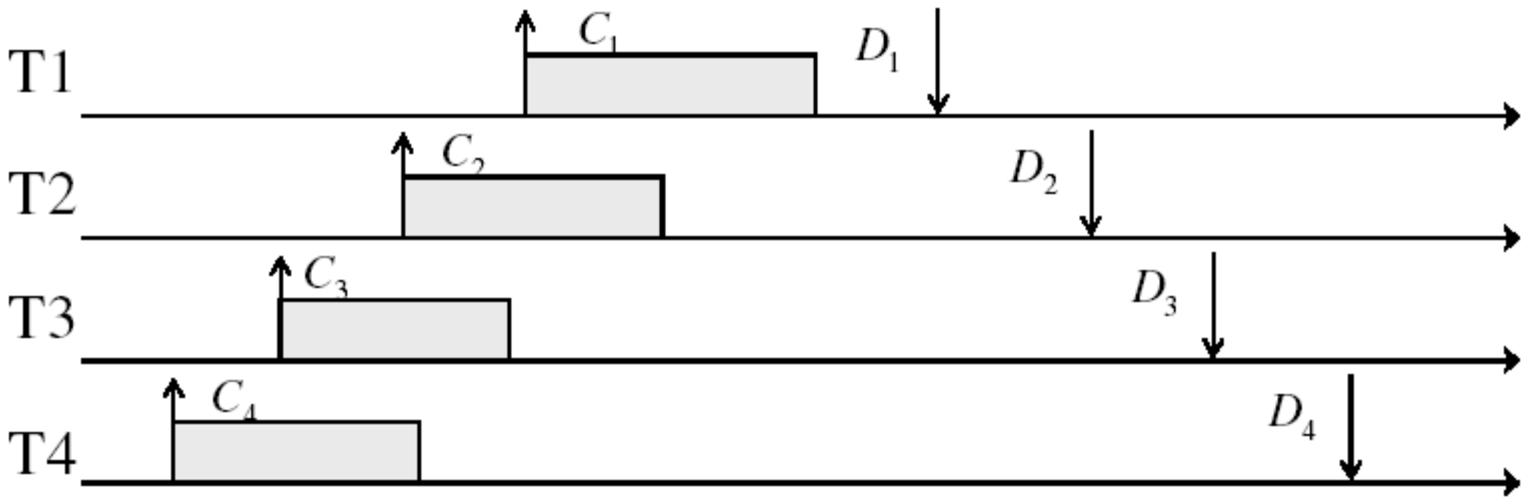
- First appeared in 2.6.23, modified in 2.6.24
- "CFS doesn't track sleeping time and doesn't use heuristics to identify interactive tasks—it just makes sure every process gets a fair share of CPU within a set amount of time given the number of runnable processes on the CPU."
- Inspired by Networking "Fair Queueing"
  - Each process given their fair share of resources
  - Models an "ideal multitasking processor" in which N processes execute simultaneously as if they truly got 1/N of the processor
    - » Tries to give each process an equal fraction of the processor
  - Priorities reflected by weights such that increasing a task's priority by 1 always gives the same fractional increase in CPU time – regardless of current priority

Real-Time Scheduling (RTS)

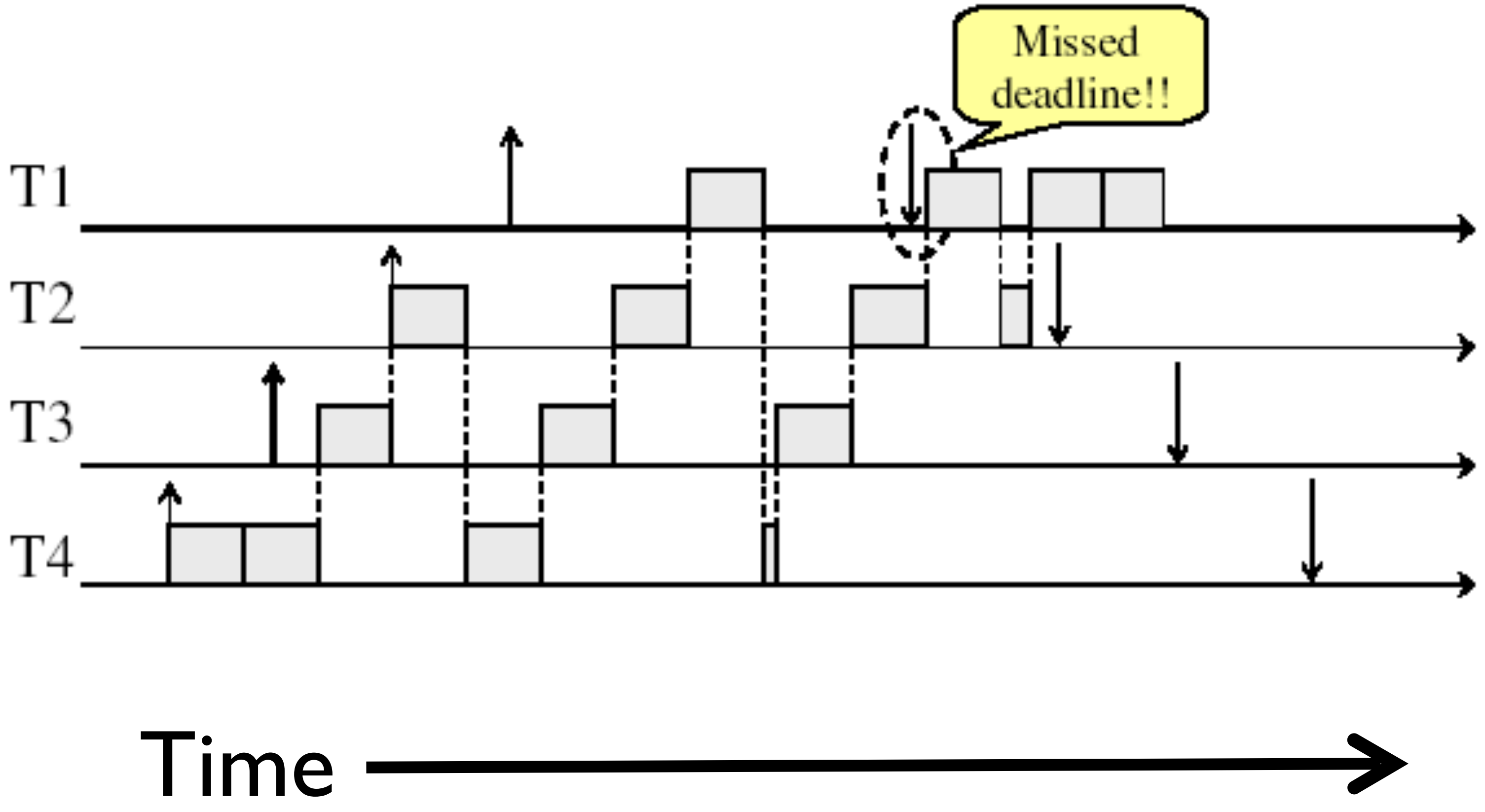
- Efficiency is important but predictability is essential:
  - We need to predict with confidence worst case response times for systems
  - In RTS, performance guarantees are:
    - » Task- and/or class centric and often ensured a priori
  - In conventional systems, performance is:
    - » System/throughput oriented with post-processing (… wait and see …)
  - Real-time is about enforcing predictability, and does not equal fast computing!!!
- Hard Real-Time
  - *Attempt to meet all deadlines*
  - EDF (Earliest Deadline First), LLF (Least Laxity First), RMS (Rate-Monotonic Scheduling), DM (Deadline Monotonic Scheduling)
- Soft Real-Time
  - *Attempt to meet deadlines with high probability*
  - Minimize miss ratio / maximize completion ratio (firm real-time)
  - Important for multimedia applications
  - CBS (Constant Bandwidth Server)

Example: Workload Characteristics

- Tasks are preemptable, independent with arbitrary arrival (=release) times
- Tasks have deadlines (D) and known computation times (C)
- Example Setup:

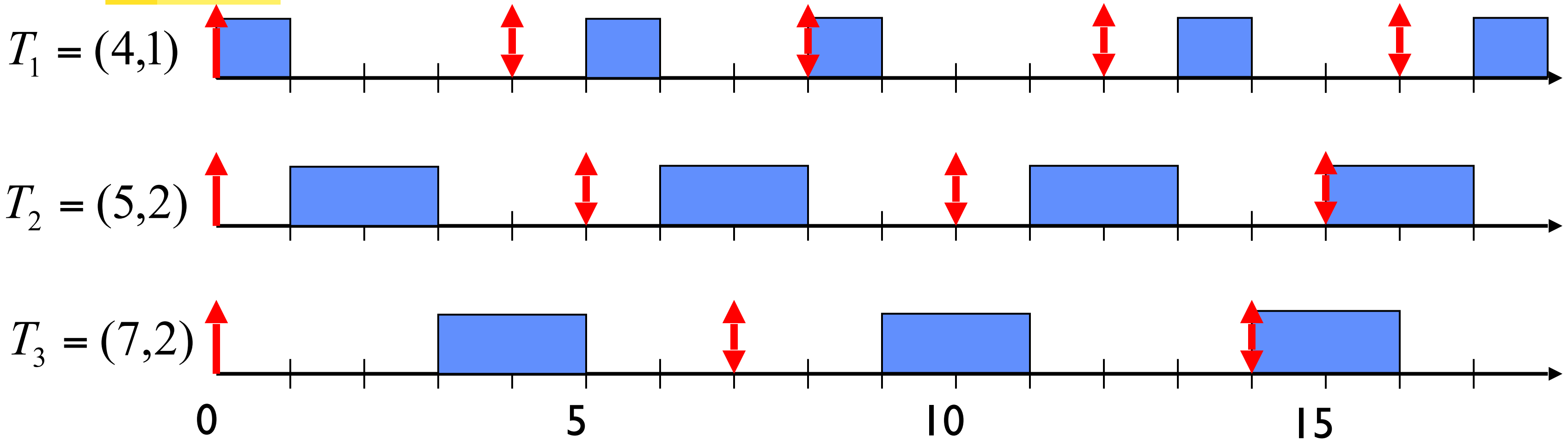


Example: Round-Robin Scheduling Doesn't Work



Earliest Deadline First (EDF)

- Tasks periodic with period P and computation C in each period: (P_i, C_i) for each task i
- Preemptive priority-based dynamic scheduling:
  - Each task is assigned a (current) priority based on how close the absolute deadline is (i.e. $D_i^{t+1} = D_i^t + P_i$ for each task!)
  - The scheduler always schedules the active task with the closest absolute deadline



- Schedulable when $\sum_{i=1}^{n}\left(\frac{C_i}{P_i}\right) \le 1$

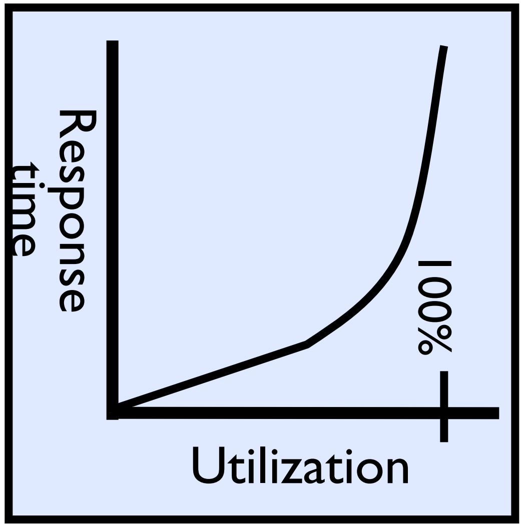
Choosing the Right Scheduler

I Care About:	Then Choose:
CPU Throughput	FCFS
Avg. Response Time	SRTF Approximation
I/O Throughput	SRTF Approximation
Fairness (CPU Time)	Linux CFS
Fairness - Wait Time to Get CPU	Round Robin
Meeting Deadlines	EDF
Favoring Important Tasks	Priority

A Final Word On Scheduling

- When do the details of the scheduling policy and fairness really matter?
  – When there aren't enough resources to go around

- When should you simply buy a faster computer?
  – (Or network link, or expanded highway, or …)
  – One approach: Buy it when it will pay for itself in improved response time
    » Perhaps you're paying for worse response time in reduced productivity, customer angst, etc…
    » Might think that you should buy a faster X when X is utilized 100%, but usually, response time goes to infinity as utilization⇒100%



- An interesting implication of this curve:
  – Most scheduling algorithms work fine in the "linear" portion of the load curve, fail otherwise
  – Argues for buying a faster X when hit "knee" of curve

Summary (1 of 2)

- Scheduling Goals:
  - Minimize Response Time (e.g. for human interaction)
  - Maximize Throughput (e.g. for large computations)
  - Fairness (e.g. Proper Sharing of Resources)
  - Predictability (e.g. Hard/Soft Realtime)
- Round-Robin Scheduling:
  - Give each thread a small amount of CPU time when it executes; cycle between all ready threads
  - Pros: Better for short jobs
- Shortest Job First (SJF)/Shortest Remaining Time First (SRTF):
  - Run whatever job has the least amount of computation to do/least remaining amount of computation to do
  - Pros: Optimal (average response time)
  - Cons: Hard to predict future, Unfair
- Multi-Level Feedback Scheduling:
  - Multiple queues of different priorities and scheduling algorithms
  - Automatic promotion/demotion of process priority in order to approximate SJF/SRTF

Summary (2 of 2)

- Lottery Scheduling:
  - Give each thread a priority-dependent number of tokens (short tasks⇒more tokens)
- Linux CFS Scheduler: Fair fraction of CPU
  - Approximates a "ideal" multitasking processor
- Realtime Schedulers such as EDF
  - Guaranteed behavior by meeting deadlines
  - Realtime tasks defined by tuple of compute time and period
  - Schedulability test: is it possible to meet deadlines with proposed set of processes?